SNS-7E-USA

INSTRUCTION BOOKLET

Interplay™

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Interplay™

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Table of Contents

Introduction 2
Beginning the game 4
Controlling your Clay Fighter 5
Punches and kicks 6
Close attacks 7
Throws 7
Holds 7
Special moves 8
Super K.O.s 8
Your time in the Big Top 9
Versus mode 11
Tournament Mode 12
Tournament Types 12
Playing the Tournament 13
Changing options 15
Game Speed 15
Difficulty 15
Timer 15
Button Configuration 16
So, you wanna be a Clay Fighter? 17
(Hints at playing the game)
The Clay Fighter Gallery 18
(Character profiles and special moves)

Introduction

An abandoned amusement park sits peacefully in the noonday sun. Playland was once the most popular vacation spot in all of Muddville; these days it is only home to dust and cobwebs.

This, however, is about to change. From a bajillion miles away comes a mysterious purple clay meteor. It approaches seemingly with purpose—rocketing towards the center of the park. With deafening impact the meteor explodes, spreading clay devastation throughout the park. Playland has become Clayland.

Hours later, as the smoke begins to clear and the years of dust resettle, something stirs.

From the twisted ruins of Playland a mighty warrior emerges and then another and another. Each the product of the strange meteor and circus rubble, each with only one thought in their soft clay brains—uh. . ., duh. . ., oh yeah. . ., become King of the Circus.

The road to become King of the Circus will not be an easy one. The Clay Fighter who wants this title will have to be stronger, smarter and trickier than all the others. Who will it be? Blue Suede Goo with his hair blade, Ickybod Clay and his Ecto Ball, Helga, Bonker, Tiny, Blob, or Taffy? Each Clay Fighter was given special powers and abilities by the meteor, some abilities even they don't know about. You'll need to explore these unknown abilities if you wish to claim the title King of the Circus.

Beginning the Game

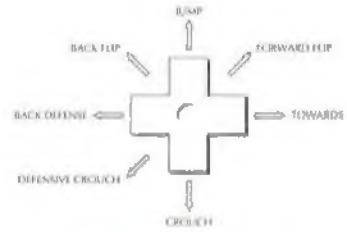
First insert the CLAY FIGHTER TOURNAMENT EDITION™ Game Pak into your Super Nintendo Entertainment System®. Now move the Power Switch to the **ON** position. The Title Screen of CLAY FIGHTER TOURNAMENT EDITION will appear. Now press the **START** button on your controller to bring up the game choice screen.

Controlling your Clay Fighter

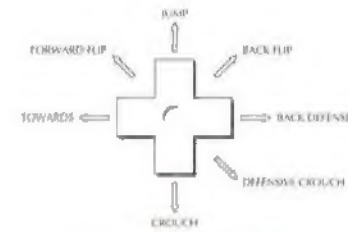
Description of Movements

Towards: This will allow your clay fighter to walk forward or perform an attack which requires forward motion.

Forward Flip: Your clay fighter will jump forward, towards the opponent, possibly over them. Many actions can be performed while your clay fighter is in the air.



For character facing right



For character facing left

Jump: The clay fighter will jump straight up into the air. Some clay fighters are able to jump higher than others.

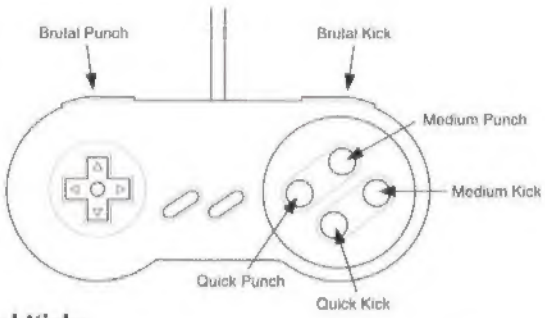
Backward Flip : Your clay fighter will jump into the air away from his opponent.

Back Defense: This will allow your clay fighter to defend against attacks coming in from above, or from chest height.

Crouch Defense: Your clay fighter will defend against low

attacks and most chest high attacks.

Crouch: Your character will move closer to the ground allowing low attacks.



Punches and Kicks

These three basic punches are available to all characters:

Quick Punch: This wimpy attack does not do much damage but you can get a lot of them in before another clay fighter can land a more powerful punch.

Medium Punch: This plain wrap punch is one that any John Dough could throw. It has an average speed and an average strength.

Brutal Punch: This no holds barred punch will brutalize your opponent, but only if you can land it in time.

These three basic kicks which are known by each clay fighter :

Quick Kick : Sometimes you will need this puny kick to get another clay fighter off of your back. It will usually land before a stronger attack can get to you.

Medium Kick: Another attack which lends much of its character to John Dough. It is not the strongest kick, nor the weakest. And it will get to your opponent in an average amount of time.

Brutal Kick: When you really want to send your opponent through the goal posts, try this kick. It should send him half way to Saturn.

Close Attacks

These attacks can be performed when your clay fighter is next to his or her opponent. Your clay fighter's normal punches and kicks may also be different when he or she moves into close combat.

Throws

Most clay fighters have the capability to grab an opponent and throw them across the circus. Even though a clay fighter can survive a fall like this, he or she must use some of their energy to pull themselves back together. If you want to throw another clay fighter, you will need to get close to them and then grab them. You can do this by pressing forward towards the other clay fighter and then one of the buttons on the control pad. The type and nature of the attack varies with each clay fighter, so you will have to experiment a bit to find some of these attacks.

Holds

This form of grappling is one of Tiny's favorites. When your clay fighter gets close to their opponent you can have them attempt a grab and hold. When your clay fighter gets hold of another clay fighter, they will try to squeeze the clay out of them. To try this attack press towards on the control pad and then press the appropriate button on the controller. Each character has their own particular method.

Remember that you will have to experiment to find some of the characters' special throws and holds.

Special Moves

In addition to all the basic attacks and throws, each character has learned a variety of special moves. These moves are different for each character. They will give your clay fighter a much needed edge when your opponent's clay is down. You can also surprise another clay fighter with a move that they might not be expecting. These moves can be relatively difficult and it may take you a while to master the timing required for the button and control pad movements.

An example of these special moves is Bad Mr. Frosty's Aerial Snowball. To do this, charge down for 2 seconds, then press up with a kick.

Timing is very important in any of the special moves, so it might take you a while to perfect this and other attacks.

Super KOs

Knockout punches are also a very real part of life in the clay fighter arena. If you are able to hit your opponent with a number of successive hits while not getting hit yourself, then the letters KO will flash on the screen. As soon as the KO appears, you can knock the clay out of your opponents with a Super KO Attack. To do this, attack the opposing clay fighter by using any special move that is not a projectile. Watch out though! If your opponent is not stunned when the KO flashes, you will lose your ability to administer this attack if he hits you.

Your time in the Big Top

To begin a single player game, choose Start Game from the Game Choice screen by moving the control pad up or down, and pressing the **START** button. Then move the control pad right or left to choose a clay fighter. The clay fighter surrounded by the red box is the one which you are considering. Below the portrait of your clay fighter is a small description of that character. You might pick a certain clay fighter because of their likes and dislikes, or simply because of their motto. For instance you may hate the fact that Blue Suede Goo is a Musician, but love Tiny's simple motto - Destroy. To change your fighter's color, press **X**, **Y**, **B**, or **A**. After picking the clay fighter you wish to use, press the **START** button. Your clay fighter will walk into the Big Top, ready for their first battle.

Once a battle begins, you will need to use all of your skills to defeat your opponent. Each time you hit the other clay fighter with any of your punches, kicks, holds, throws, or special moves, their life energy will decrease. This goes both ways, and you will lose a portion of your energy every time you are hit as well. When a clay fighter's energy has dropped to zero, the round is over. The winner is

determined by the clay fighter who is still standing. The other clay fighter may have used more style in the fight, but he or she is still the one laying on the ground in a pool of their own clay.

To return a clay fighter to his or her humble beginnings, you must win two out of three rounds. If you are able to do this, you will then move on to the next clay fighter. If you cannot, then you will have to battle this particular clay fighter again. A real clay fighter accepts this and will fight against insurmountable odds until he or she is able to persevere. Don't give up if a certain opponent keeps on beating you, your timing and expertise will increase with practice. You will eventually give your opponent a taste of their own clay.

Your clay fighter and his opponent do not have all the time in the world to determine who is king of the Big Top. Each round is timed by the bomb and its fuse at the bottom of the screen. When the fuse runs out the round is over. The clay fighter with the most energy remaining will be chosen as the victor of that round.

While one person is playing against the computer, another player can join by pressing the **START** button at any time during the game. When one player beats another, the single-player game will resume. If the second player wishes to fight again, then they simply press **START** to join the fight.

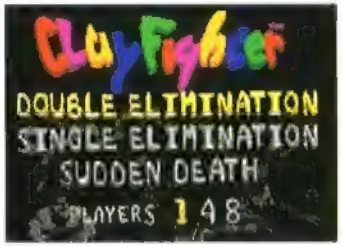
Versus Mode

Versus Mode offers two players the chance to fight each other without the game returning to the single-player game. Choosing this option from the Title menu brings up a different player choice menu. The menu also shows the Win, Loss, Draws, and Special Knock Out statistics for each player. A handicap value of one will not give a clay fighter any advantage in a battle. As the handicap value increases, a clay fighter will inflict higher and higher amounts of damage. Changing the handicap for a player will make the battle more even. If one player is more experienced at Clay Fighter than the other, give them a lower handicap. You can change the value by pressing the **L** and **R** buttons. Once each player has chosen the clay fighter they want to use, you then press the **START** button to make the Stage Selection screen appear. The stage background you wish to fight in front of can now be chosen from this screen.

After you have chosen the stage, press the **START** button. A pre-fight screen will appear. You can change your fighter's color by pressing **X**, **Y**, **B**, or **A**. To start the match, press your fighter's color button again or the START button. The first clay fighter to win 2 rounds will be declared the winner. You and your opponent can then pick two more clay fighters to fight.

Tournament

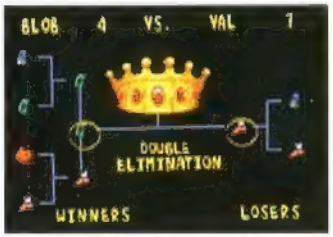
Tournament lets one, four or eight players fight in one of three types of tournaments. To change the tournament type move the control pad up or down. To change the number of players highlight the **PLAYERS** option then move the control pad left and right. To start the tournament make sure a tournament type is highlighted and press **START**.



Tournament Types

Double Elimination

Every combatant will start off in the winners bracket. Two combatants will be matched up. The first player to win 2 rounds will move onto the next rung. The loser will be moved to the losers bracket. If a player loses a match while in the losers bracket they will be eliminated from the tournament. This process continues until there is a finalist from each bracket. Once there are two bracket finalists, the two will fight it out to become the Tournament Champion. In order for the losers bracket finalist to become champ he must win 2 matches. The finalist from the winners bracket needs to win just one match.

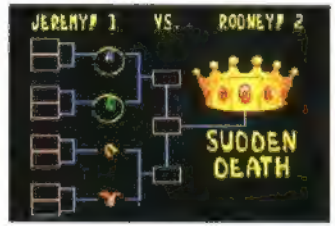


Single Elimination

Every combatant starts off in the same bracket. In order to advance a player must win 2 rounds of combat. If you lose a match, you are eliminated from the tournament.

Sudden Death

This is set up the same way as the Single Elimination except only one round is fought, not one match. This is useful if there are a lot of players.



Playing the Tournament

Entering Combatant's Name

The first thing you do is select your fighter by moving the control pad left or right. After choosing your fighter, you press the **START** button to make a cursor appear. You then use the control pad to move the highlight to a letter or an icon. Pressing any of the six buttons when the highlight is over a letter enters that letter where the cursor is currently located. To move the cursor to the left, press a button when the highlight is over the hand icon. To erase a letter, press a button when the highlight is over the square icon. After entering your name, press the **START** Button or select OK. If there is more than one player, the next person gets to enter their name. When all the names have been entered, the tournament can begin.

Tournament Chart

This chart shows the current standing of the fighters. Circles over the fighters indicate that these are the combatants who will fight the next

match. You can also see their names at the top of the screen. To enter the pre-fight screen, press the **START** Button.

Pre-Fight Screen

This screen serves two purposes. First it allows the two players to get ready in front of the system. It also lets the players change their fighter's color by pressing **X**, **Y**, **B**, or **A**. When you are happy with your color, press the same button again or press the **START** button. Once both fighters are ready the match begins.

Tournament Winner

Once all the matches are played (based on the tournament type selected) the winners will be displayed. For Double Elimination there will be a 1st, 2nd and 3rd place winner. For the Single Elimination and Sudden Death tournaments, there will only be a 1st and 2nd place winner. Once all the winners have been displayed, press the **START** button to return to the tournament menu.

The option screen allows you to change a number of things about the game. This gives you greater freedom to play Clay Fighter Tournament Edition™ the way you want to play it.

To get to the Options screen, highlight **OPTIONS** and press **START**. Then move the control pad up and down to pick the aspect of the game you want to change. You can return to the Main Menu by pressing **SELECT**.

Game Speed

If you wish to speed up play, you can use this option to turbo-charge the game. A value of one lets you play the game at a slower speed. To accelerate your clay fighter in the fray, choose an increasingly higher value up to a maximum of eight. The game will default to a setting of four.

Difficulty

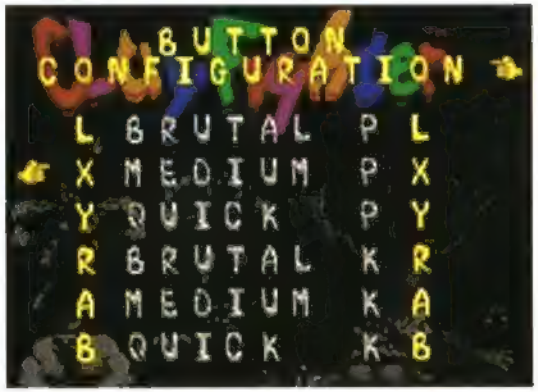
This allows you to make the one-player game more difficult. The lowest level might challenge you at first, but as you get better at timing your moves and defending against attacks you will need to change this value for a greater challenge. Only the greatest clay fighters are able to win on the harder difficulty settings.

Timer

You can either have a round last until the fuse runs out, or make the time limit infinite. When the time limit is infinite, the round will last until one of the clay fighters falls.

Button Configuration

This option allows a player to change the button arrangement on the controller. Press the **START** button on this option to go into the Button Configuration Screen. Move the highlight down to the button you would like to reassign and then press the button which you would like it to become. The button will now switch. For example, assuming it is the default button configuration, if you change the Quick Punch Button to Button **A** on the controller, the Medium Kick will now be located at Button **Y**. To return to the Option Menu, press the **START** or **SELECT** Button.



So You Wanna Be a Clay Fighter, huh?

Hints at playing the game

1) When all else fails remember to block. If you are not sure how to get away this is the best way to make sure that you come back with an attack later.

2) If your clay fighter is dizzy, press right and left on the control pad repeatedly to revive him.

3) Experiment with different control pad and button combination. You never know when you might find a new move!

4) You can often block special moves even though you may take a small amount of damage.

5) Blocking may not always protect you from certain attacks.

6) Watch your opponent. Attack them with a quick move if they are winding up for a brutal attack.

7) You can often use long range attacks to keep your opponent out of close combat range where they could damage you the most.

the Clay Fighter Gallery

Bad Mr. Frosty

Likes: Snow

Hates: Fire

Wants: Winter

Job: Snowplow

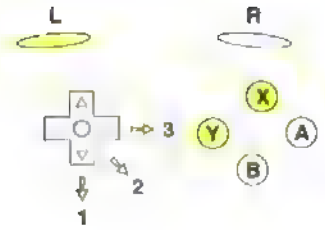
Motto: Chill out!

Once a mild mannered snowman, this devious spawn of winter lives for the icy cold of the far north. The good manners of snowmen no longer mean anything to Bad Mr. Frosty. He believes in the cold of winter and little else.

He lives to see an eternal winter, where the snow never melts; and enjoys sharing his keen weather sense with all those around him.

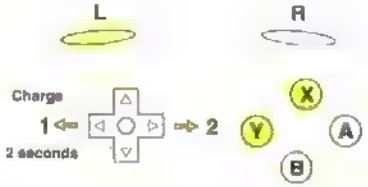
Special Moves

Frozen Fist: Frosty enjoys sharing his cold heart with the rest of the world. The following control pad movements along with any of the punches will make him throw his frozen fist at your opponent. Snow is only frozen water so it takes no time at all for Mr. Frosty to grow another hand. To throw Frosty's hand, you must follow the steps in the diagram in order: 1) Press



Downward into the crouch position, 2) Press down-towards, and finally 3) Press towards. As you press towards, press one of the punch buttons. The punch that you use will affect the speed at which Frosty's fist will travel.

Snow Ball: Summoning a gust of Arctic wind and rolling himself into a ball, Frosty can snowball towards another clay fighter. To make him do this, 1) press away in the defense position, hold it in the away position for 2 seconds, and then 2) press forward. As soon as you press forward, press a punch button as well. The type of punch thrown will affect the speed of the snowball.



Taffy

Likes: Candy

Hates: Dentists

Wants: Candy

Job: Candyman

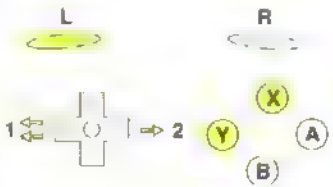
Motto: Stretch

This malleable clay fighter really goes for the clay. Once a simple glob of salt water taffy, he has been transformed into a mean spirited ball of solid sugar. Emerging from the sugary goo which spawned him, Taffy took an oath, " The Circus will be mine, and every clay fighter will require new fillings when I get there."

Taffy's stretchable body allows him to make long range attacks. These moves can surprise opponents who believe they are out of his reach.

Special Moves

Taffy Whack: This long range attack really sets Taffy's opponents spinning. Using a secret skill known as Plastimentom, Taffy can create a very powerful punch. Once he is focusing his *taffi*, he is very vulnerable so watch out! This punch is performed by 1) tapping away twice, and then 2) pressing towards. As soon as you do press towards also press one of the punch buttons.

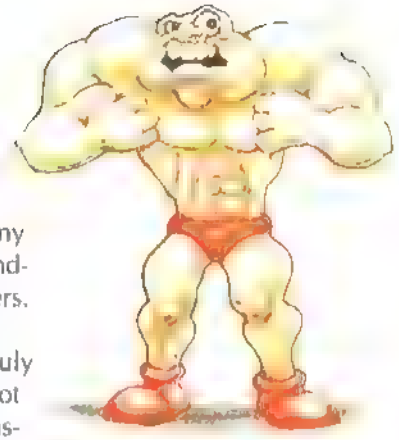


This attack can also be done with a kick button. Taffy will then whack an opponent with a kick rather than a punch. The control pad is still moved in the same manner, except a kick button is substituted for one of the punch buttons.

Taffy Tornado: Taffy winds himself tightly like a rubber band that allows him to whip around while moving towards his opponent. Taffy has taught himself this spinning attack to clear opponents out his way. To perform this attack follow the diagram in order. 1)Press away in the defense position, 2) Press Down and Away, 3) Press Downward in the crouch position, 4) Press Down and Towards, and finally 5) Press forward. Once hitting the forward position press one of the punch buttons. The punch button you use will affect the speed and distance of the tornado.

Tiny

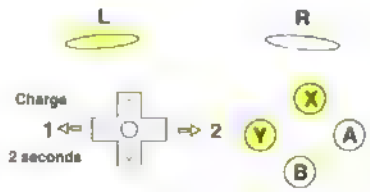
Likes: Color
Hates: Wimps
Wants: Fights
Job: Flexing
Motto: Destroy

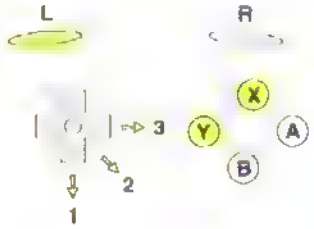


The buffest of the clay fighters, Tiny works out whenever he isn't pounding the clay out of the other players. A member of the WCWA (World Clay Wrestling Association), he truly loves to wrestle and fight. He is not very bright, so he relies on his massive strength to win. He is proud of his physique and will smash anyone who laughs at him.

Special Moves

Medicine Ball. Tiny is able to roll himself into a ball and launch himself at any opponent. When the ball hits another clay fighter it will inflict a great deal of damage. Be careful, Tiny is vulnerable while rolled into a ball and can be hurt. The Medicine Ball is performed by 1) Pressing away in the defense position and holding away for 2 seconds, and then 2) Pressing forward. Press one of the punch buttons as the control pad is moved into the forward position. The type of punch used will affect the speed of the Medicine Ball.





Sucker Punch: Tiny's extensive weight lifting program has developed his biceps, triceps, and quadriceps to such a degree that he is able to launch a punch at an opponent from clear across the battle field. An opponent who is out of reach can be brought back into the fight with this attack. To administer the Sucker Punch, you must follow the steps in the diagram in order: 1) Press Downward into the crouch position, 2) Press down-towards, and finally 3) Press towards. As you press towards, press one of the punch buttons. The punch that you use will affect the speed of the Sucker Punch

Blob

Likes: Clay

Hates: Hair

Wants: Clay

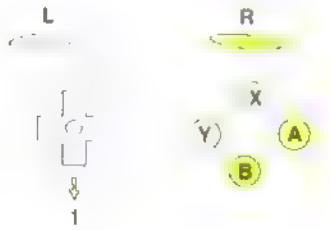
Job: Claymaker

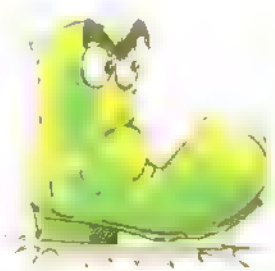
Motto: Bounce!

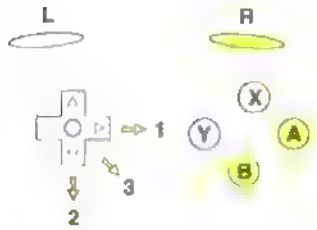
Once the meteor was done mutating the clay fighters into their present forms, there were bucket fulls of radioactive clay left over. Not wanting to be thrown away like common garbage, the clay rolled itself into one elastic mass. The ball of clay developed intelligence quite quickly and named itself Blob. Studying goojitsu, Blob has become a force to be reckoned with among the clay fighters.

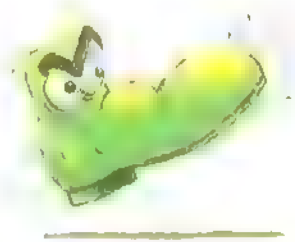
Special Attacks

Clay Stomp Blob will jump high into the air forming himself into the shape of a shoe as it goes. It then comes down stomping. Landing on the heads of opponents, it flattens them into the ground like pancakes. 1) Press downward into the crouch position and press the brutal kick button to perform this attack.









Flying Roundhouse: Using all of his skill in goojitsu, Blob has created his own personal move. Very difficult to learn and use, no other clay fighter is even willing to study this awesome attack. The attack begins with Blob flying over his opponent. As soon as it lands, Blob launches a massive roundhouse kick towards the unsuspecting clay fighter. You can have Blob attack in this manner by 1) Pressing forward, 2) Pressing downward into the crouch position, and then 3) Pressing down and towards. As you finish the movement press any of the kick buttons.

Blue Suede Goo

Likes: Music

Hates: Helga

Wants: Guitar

Job: Musician

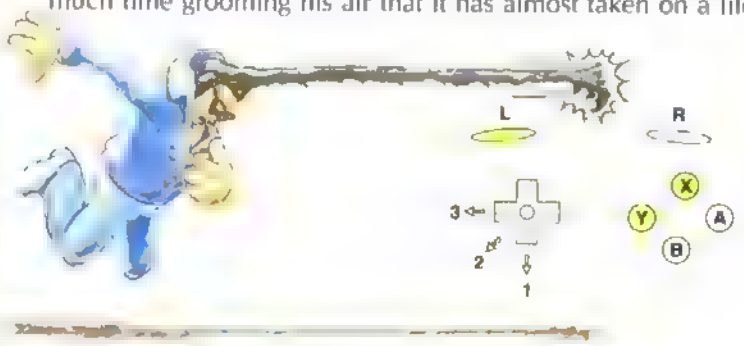
Motto: Oh Baby!

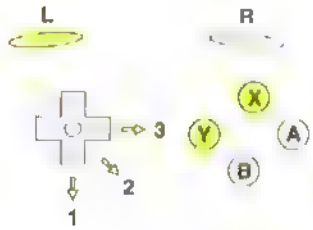
The radioactive clay meteor has given this middle aged circus freak delusions of grandeur. Once a respected member of the circus his great arrogance has turned the rest of the world against him. Believing that he is the king of rock and roll, he croons to the masses from his porcelain throne; sickening many and scarring the rest.

Taking time off from his busy movie career, he has joined in the fight to control the circus. When not doing battle he focuses much of his time on his hair. To him there is nothing cooler than his groovy doo.

Special Moves

Hair Blade. Blue Suede Goo, or just Goo for short, has spent so much time grooming his air that it has almost taken on a life of its own. If Goo concentrates he is able to make his hair stretch forward and attack his opponent. 1) Pressing downward into the crouch, then 2) Pressing down and away into a defensive crouch, and ending by 3) Pressing away in the Defensive position as you press a punch button will tell Goo's hair to perform this attack.





Humming Attack: To launch this attack 1) Press downward into the crouch position, then 2) Press down-towards, and finally 3) Press towards as you press a punch button. Goo will hum a bar from one of his more notable hits. The music is so horrible that the music note flying through the air will damage an opponent if they are hit by it. To start Goo humming, you must follow the steps in the diagram in order.

Ickybod Clay

Likes: Night

Hates: Day

Wants: Night

Job: Fright

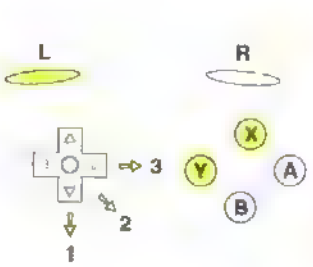
Motto: Run!!!

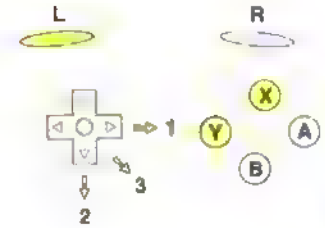
Every circus has its share of ghost stories; the lion handler who didn't train his cats enough, or the clown who never came out of the little car. The coming of the clay meteor brought one of these haunts back from the ethereal plane and gave him substance. This circus ghost, Ickybod Clay, has come to rule the circus for those who are half way between our world and the next.

While existing in our world, Ickybod Clay is able to tap the ethereal plane for power.

Special Moves

Ecto Ball. Drawing on the power of the ethereal plane, Ickybod is able to form a ball of pure ectoplasmic energy. Upon hitting another clay fighter, this energy exposes them to the ethereal plane causing them a reasonable amount of damage in the process. To tap into this energy, you will need to follow the steps in the diagram in order: 1) Press Downward into the crouch position, 2) Press down towards, and finally 3) Press towards. As you press towards, press one of the punch buttons. The punch that you use will affect the speed at which the Ecto Ball will travel.





Ecto Punch: This powerful punch also uses a great deal of ectoplasmic energy. Ickybod's entire arm is bathed in a sheet of pure energy. When this punch lands, a massive amount of damage is done to Ickybod's opponent. To perform this attack 1) Press towards, and then 2) Press downward into the crouch, and then 3) Press towards and down. As you move Ickybod into the towards and down position, press any of the punch buttons. The stronger the punch thrown, the higher Ickybod will punch.

Helga

Likes: Food

Hates: Salad

Wants: Cookies

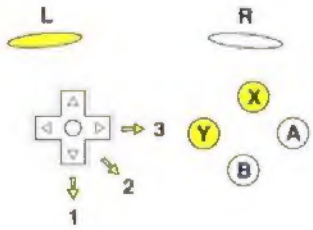
Job: Singer

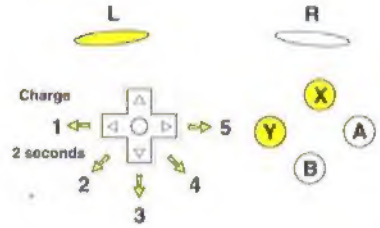
Motto: Eat!!!!

From the far north, this Viking woman has earned the title of Valkyrie from her people. She is looking for another arena in which to compete and is planning to take control of the circus. With her Viking heritage has come special powers from the gods. Thor and Odin have granted her abilities no other clay fighter could even hope of mastering. Many of these abilities are to offset her one vice; eating. She lives to eat, and often has a hard time breaking away from a clay salad sandwich to enter the Big Top.

Special Moves

Viking Ram: Since it is sometimes difficult for Helga to get off of the ground due to her last meal, Odin has granted Helga with this flying attack. She is able to jump into the air and spiral straight towards her opponent. To start Helga flying, you must follow the steps in the diagram in order: 1) Press Downward into the crouch position, 2) Press down-towards, and finally 3) Press towards. As you press towards, press one of the punch buttons. The punch that you use will affect the speed Helga flies through the air.





Valkyrie's Ride: Thor has granted Helga with this attack so that she may take advantage of her substantial girth. All of those hours at the dinner table have helped Helga in landing a devastating blow with this attack. Much like the Viking Ram, she jumps into the air and sours towards her opponent; damaging them with her great momentum. Eating seven meals a day has allowed her to develop enough padding to escape these collisions unscathed. To begin Helga's flight, 1) Press away in the defense position, charge for 2 seconds, 2) Press Down and Away, 3) Press Downward in the crouch position, 4) Press Down and Towards, and finally 5) Press towards. Once hitting the forward position press one of the punch buttons. The stronger the punch, the faster she will fly.

Bonker

Likes: Pies

Hates: Crying

Wants: Buzzers

Job: Clowning

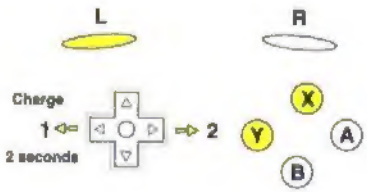
Motto: Play

A previous employee of the circus, Bonker was caught sleeping under the Big Top when the meteor landed. Once a friendly clown, Bonker has become as hard as clay.

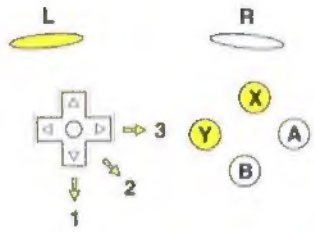
His other motto is to keep them laughing as he pounds them into the ground. This has turned many of his old clown tricks into dangerous attacks. What may have been hilarious to a four year old, now brings other clay fighters to their knees.

Special Moves

Cutting Cartwheel : Bonker has honed this previously non threatening display of gymnastic ability into a fearful attack.



1) Pressing backwards in the defense position, charging for 2 seconds, then 2) Pressing towards as you push one of the punch buttons will start Bonker flipping towards his opponent.



Flying Pie : Even though it is one of the oldest tricks in the book, Bonker can throw pies with an incredible amount of accuracy. These special pies contain a rotten filling which sickens other clay fighters. To throw the Flying Pie, you must follow the steps in the diagram in order: 1) Press Downward into the crouch position, 2) Press down-towards, and finally 3) Press towards. As you press towards, press one of the punch buttons. The punch that you use will affect the speed at which the Flying Pie will travel.

CREDITS

INTERPLAY

EXECUTIVE PRODUCERS
Brian Fargo, Alan Pavlish

TOURNAMENT EDITION

PRODUCER
Jeremy Airey

PROGRAMMER
Jason Andersen

DESIGNERS
Jeremy Airey, Rodney Relosa
Jason Andersen

BACKGROUND SCULPTOR
Brian Giberson

TECHNICAL ASSISTANT
Eric Hart

ADDITIONAL SOUND
Gregory Allen

DIRECTOR OF QUALITY ASSURANCE
Kirk Tome

TESTERS
Von Renich, Jim Boone
Chris Benson

ORIGINAL CLAY FIGHTER

PRODUCER
Michael Quarles

GAME DESIGN
Jeremy Airey

ASSISTANT PRODUCER
Eric DeMilt

MUSIC
Mitchell Stein, Brian Luzietti

TITLE MUSIC
Brian Luzietti

SOUND FX AND SAMPLES
Charles Deenen

TITLE MUSIC CONCEPT
Charles Deenen, Brian Luzietti

VOCALS
Euphony

VOICES
Michael McConnohie
Steve Bulen, Melodee M. Spevak, Brian Luzietti
Charles Deenen

VOCAL ARRANGEMENT
James Peacock

AUDIO PRODUCTION
Charles Deenen

TECHNICAL ASSISTANCE
Scott L. Patterson, Phil Britt

DIRECTOR OF QUALITY ASSURANCE
Kirk Tome

ASSISTANT DIRECTOR OF QUALITY ASSURANCE
Rodney Relosa

PLAY TESTERS
Bill Church, Raphael Goodman
Frank Alberry, Andrew Welty
Koik

GAME MANUAL

Writers
Feargus Urquhart
Eric DeMilt
Rodney Relosa

Computer graphics
Larry Fukuoka

Illustration
Vince Carino

Layout/Design
Bruce Warner

PACKAGE COVER SCULPTURE
John Lemmon Films
Charlotte NC

VISUAL CONCEPTS

GAME DESIGN
Gregory A. Thomas
Matthew Crysdale
Jason Andersen, Jeff Thomas

PROGRAMMING
Jason Andersen

ART DIRECTION
Matthew Crysdale

ART
Leandro Penaloza
Matthew Crysdale

ADDITIONAL ART
Eric Browning, Alvin Cardona
Dean Lee, Philip Vaughan

CHARACTER DESIGN AND ANIMATION BY DANGER PRODUCTIONS

Direction
Ken Pontac
David Bleiman

Sculptors
Josephine Huang
Ralph Miller

Animation Design
Doug Post

Clay Animation
Ken Willard

MUSIC AND SOUND ENGINE:

SMSG Sound System
John Schappert
Jason Andersen

SPECIAL THANKS
Colin Silverman, Emil Stanton
Anthony Caton, Tim Meekins

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